

Abstract

An indoor miniature golf game is provided with a plurality of environmentally realistic simulated fairways and greens with an optional plurality of tee off positions. Sequential visual activity segments with intermediate target areas are provided on the
5 fairways between the tees and the greens. Various materials both visually and physically simulate the accompanying landscape, so that the golf ball travels quickly over the greens, but is slowed down and caught by rough or water simulated areas. Further, the course is enhanced with simulations of actual scenery and real world playing conditions. Various configurations allow for customized play, which is proportional to the ability of
10 the player.

ricigliano golf appl as filed